

No	Terminal Name	I/O	Description	P.OFF	P.Failure	Reset/ Release																																																												
27	NC	O	Low fix.	Low	Low	In/Low																																																												
28	NTSC (L)	O	PLAYBACK MODE.....50Hz:"High" 60Hz:"Low"	Low	Low	Low																																																												
29	AVR (L)	I/O	Simplified AI playback ON/OFF control.	Low	Low	Low																																																												
30	POS.SW4	I	<div>Input terminal for mechanism position.</div> <table><tr><th>SW4</th><th>SW3</th><th>SW2</th><th>SW1</th><th>Position Name</th></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>EJECT Position</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>DOWN Position</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>R-REW Position</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>LOAD Position</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>REV Position</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>PLAY Position</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>P_OFF Position</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>STOP_R Position</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>STOP_F Position</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>FF/REW Position</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>FF2 Position</td></tr></table>	SW4	SW3	SW2	SW1	Position Name	1	1	1	0	EJECT Position	0	0	1	0	DOWN Position	0	0	1	1	R-REW Position	0	1	0	0	LOAD Position	0	1	0	1	REV Position	0	1	1	0	PLAY Position	0	1	1	1	P_OFF Position	1	0	0	0	STOP_R Position	1	0	0	1	STOP_F Position	1	1	0	0	FF/REW Position	1	1	1	0	FF2 Position	In	In	In
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31	POS.SW3	I		In	In	In																																																												
32	POS.SW2	I		In	In	In																																																												
33	POS.SW1	I		In	In	In																																																												
34	RESET	I	RESET Terminal.	In	In	In																																																												
35	32KHz.IN	I	Sub clock (32.768KHz) osc. input terminal.	In	In	In																																																												
36	32KHz.OUT	O	Sub clock (32.768KHz) osc. output terminal	Out	Out	Out																																																												
37	5V(D)	-	VCC (5V) for Digital port	-	-	-																																																												
38	12MHz.IN	I	Main clock (12MHz) osc. input terminal.	In	In	In																																																												
39	12MHz.OUT	O	Main clock (12MHz) osc. output terminal.	Out	Out	Out																																																												
40	GND(OSC)	-	Digital GND for OSC circuit.	-	-	-																																																												
41	SW1	O	AUDIO SYSTEM (TUNER PRESET)=BG, I: High output AUDIO SYSTEM (TUNER PRESET)=DK, M: Low output For A: High fix.	Low	Low	Low																																																												
42	FM_MUTE	O	Audio mute control terminal. High output (AUDIO MUTE). The voltage is shifted to Hi-Z for reucing the current at 3 second after the power has been turned on .	Hi-Z	In	In																																																												
43	32K.START(L)	I	Clock souce selection terminal at reset starting. *12/16MHz(High speed) :Connected to VCC (5V). *32KHz(Slow speed) :Connected to Vss (0V).	In	In	In																																																												
44	LC.OSC.IN	I	Input terminal of the LC Oscillation (For OSD dot clock)	In	In	In																																																												
45	LC.OSC.OUT	O	Output terminal of the LC Oscillation (For OSD dot clock)	Out	Out	Out																																																												
46	GND	-	Connected to the GND (Test terminal "B" in the factory).	-	-	-																																																												
47	FSC.LPF	I	OSC Filter connection terminal for Internal sync generator.	In	Low	In																																																												
48	FSC.IN	I	Sub carrier (fsc) input terminal for sync generator.	In	Low	In																																																												
49	GND(OSD)	-	GND terminal for OSD circuit.	-	-	-																																																												
50	CVIN	I	Input terminal for composite video signal.	In	In	In																																																												
51	KILLER	I	When a signal that V-sync is 50Hz is putting in or playing back. * PAL/MESECAM distinction result input terminal. Low is put into this terminal: PAL High is put into this terminal: Dipend on SQPB/MESECAM/VHS input terminal. When a NTSC signal is putting in. * Input terminal for distinction result of agreement between Fsc of input signal and frequency of OSC for sub-carrier that being chosen by IC3001. Low is put in: Agree High is put in: Different	In	In	In																																																												
52	CVOUT	O	Output terminal for the composite video signal.	Out	Out	Out																																																												
53	5V(OSD)	-	Power supply terminal for OSD	-	-	-																																																												
54	HLF	I	LPF connection terminal for slicer.	In	In	In																																																												
55	VHOLD	I	Capacitor connection terminal of the Reference voltage generator circuit for the slicer.	In	In	In																																																												
56	CVIN(EDS)	I	Composite video signal input terminal for the slicer.	In	In	In																																																												
57	GND	-	Connect to the GND (Test terminal "A" in the factory).	-	-	-																																																												